

APPENDIX: EVENTS
Opening Messages
Introduce each House in reverse Banner Order. Allow them a chance to yell out their House words. Introduce the Targaryens last, explaining how they are a foreign conqueror from the East.
Burning Comet
A streaking comet is seen traveling across the sky, inspiring dreams. Is it truly a comet, or perhaps some object from another place and time? Each Maester immediately gains a new link on their chain.
Woods Witch
The Woods Witch spreads prophecy and rumors. Each Maester gains one free Secrets Card from an ally of their choice.
Jousting Tournament
All Knights must roll 5d6. The highest roller gains 3 Gold, the second highest gains 2 Gold, and the third highest a single Gold coin.
Folklore Stories
The tales of the smallfolk help guide your studies during the next Round. Any roll of 10 or higher at the Citadel Table grants a bonus Relic Location Card in addition to its effect otherwise. Delve rolls gain a bonus die (use the highest two).
Ancient Trade Contracts Unearthed
Each Lord must give the Throne GM a Resource of their choice and then receives a random Resource card back from the pot.
The Longest Season
The season automatically changes at the end of this Round and Masters skip the Conspiracy phase of their turns. The next House to start Banner Order is randomized.
Wedding Season
Lords and Heirs make a show of themselves while their bannermen shower them with gifts. For each of your armies at your House seat at the end of the next Round, gain a Gold coin.
Brigands
All Lords lose a Resource card of their choice.
Iron Bank Investments
Once this next Round, all Lords may choose to spend 3 Gold coins and roll two dice. A result of 10 or more grants 10 Gold coins in return, a result of 7-9 returns 4 Gold coins back, and a result of 6 or lower loses all of the money.
Hidden Lineages
Heirs (but not Masters) treat Blank X traits as their choice of color during the next round.